

CAMERA SCRIPT
BBC-1

Project no.: 2315/8143

"DOCTOR WHO"

TX 66

Serial Y

Episode One: THE CELESTIAL TOYROOM

by

Brian Hayles

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CREW 9

CAMERA REHEARSALS:

TX 66

Friday, 18th March 1966

Studio One, Riverside

10.30 am - 1.00 pm Camera rehearsal (with TK-26)
1.00 pm - 2.00 pm LUNCH
2.00 pm - 7.00 pm Camera rehearsal (with TK-26)
 3.30 pm Photo-call
 3.45 pm - 4.15 pm TEA
7.00 pm - 8.00 pm DINNER
8.00 pm - 8.30 pm Line-up
8.30 pm - 9.45 pm RECORDING to VT/4T/31529

TRANSMISSION: Saturday, 2nd April 1966

BBC
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250 WESTERN AVENUE

CAST:

Doctor	WILLIAM HARTNELL
Steven	PETER PURVES
Dodo	JACKIE LANE
The Toymaker	MICHAEL GOUGH
Joey	CAMPBELL SINGER
Clara	CARMEN SILVERA

SETS:

Int. Tardis
Celestial Toyroom
Toymaker's Private Office
Int. Booth (in Toyroom)

- - - - -

RUNNING ORDER "DR. WHO" SERIAL 'Y' Ep.1 2315/8143

PAGE	SCENE	CHARACTERS	TIME	CAMS/BOOMS	SHOTS
	TK Opening titles				
1	<u>1. INT. TARDIS</u>	Dodo Steven Dr. Who(OOV)	Day	2A.A1.3A. Table mic.	1 - 3
2	<u>2. CELESTIAL TOYROOM</u>		Day	5 (on tower)	4
3	<u>3. INT. TARDIS</u>	Dodo Steven Dr. Who(OOV)	Day	2A.A1.3A.	5 - 8
5	<u>4. INT. TOYMAKER'S PRIVATE OFFICE</u>	Toynaker	Day	4A.Mic. in Dolls hse. 1A.	9 - 10
	/ T/C A insert / RECORDING BREAK /				
6	<u>5. INT. CELESTIAL TOYROOM</u>	Dodo Steven Dr. Who Toynaker Joey C Clara	Day	5.B1.1B/C/D. A2.2B/C/D.3B.	11 - 53
	/ T/C B insert - 2 parts /				
	/ T/C C insert /				
	/ T/C D insert /				
14	<u>6. INT. TOYMAKER'S PRIVATE OFFICE</u>	Dr. Who Toynaker Steven } on Dodo } SCAN- Joey } MER Clara }	Day	A3.4B.5.Cl. 1E.	54 - 75
	/ T/C E insert /				
19	<u>7. INT. TOYROOM</u>	Dodo Steven Clara Joey	"	B1.2E.3C. A3.5.	76 - 89
21	<u>7A. INT. BOOTH</u>	Clara Steven Dodo	"	Hanging mic.	90

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21	<u>7B. INT. TOYROOM</u>	Joey	Day		91-2
21	<u>8. INT. TOYMAKERS PRIVATE OFFICE</u>	Dr. Who Steven } on Dodo } SCAM- Joey } NER Clara }	"	4B.1E.Cl..	93-4
22	<u>9. INT. BOOTH</u>	Clara Dodo Steven	"	2E	95
22	<u>10. INT. TOYMAKER'S PRIVATE OFFICE</u>	Toynaker Dr. Who	"	1E	96
R E C O R D I N G B R E A K					
/ T/C F insert /					
23	<u>11. INT. TOYROOM</u>	Joey	"	B1.4C.1F.2B. A2.3B/D.5.	97
23	<u>11A. INT. BOOTH</u>	Clara Steven Dodo	"		98
23	<u>11B. INT. TOYROOM</u>	Steven Clara Joey	"		99 - 100
23	<u>11C. INT. BOOTH</u>	Clara Dodo	"		101
24	<u>11D. INT. TOYROOM</u>	Steven Joey	"		102- 103
24	<u>11E. INT. BOOTH</u>	Dodo Clara	"		104
24	<u>11F. INT. TOYROOM</u>	Steven Joey	"		105- 111

continued

PAGE	SCENE	CHARACTERS	TIME	CAMS/BOOMS	SHOTS
25	<u>11G. INT BOOTH</u>	Dodo Clara			112
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27	<u>11M. INT TOYROOM</u>	Steven Joey Clara Dodo			117- 129
RECORDING BREAK					
30	<u>INT. TOYROOM</u>				130
30	T/C 'G' <u>12. TOYMAKER'S</u> <u>PRIVATE OFFICE</u>				
30	<u>13. INT TOYROOM</u>	Steven Dodo			131- 136
<u>CLOSING TITLES:</u>					

"DOCTOR WHO"

(SERIAL 'Y')

"DOCTOR WHO AND THE CELESTIAL TOYMAKER"

by

Brian Hayles

EPISODE ONE

F.I. T/K Opening Titles:

F.A.D.E OUT

1. INT. TARDIS.

2A. A1. 3A. Table mic.

FADE IN:

- 2 -

1. 2 A
CU Control DODO: Doctor, you've vanished.
panel. PULL
BACK to max.
wide shot of DOCTOR WHO: What? Nonsense,
set. child. Nonsense.
STEVEN/DODO R.

DODO: You have. Do you think
this is something to do with the
Refusians?

STEVEN: It must be.

DR. WHO: No! (TENSELY) No,
you're wrong. This is something
else much more serious. We are
in grave danger. This is some
form of attack.

2. 3 A
Tight 2S
STEVEN/DODO. (DODO AND STEVEN
LOOK AT EACH OTHER.)
PAN DOWN to panel (THERE IS A PAUSE)

SUPOSE SLIDE: Caption:

MUSIC CUE 1

"The Celestial Toyroom"

FADE CAPTION

3. 2 A
MCU STEVEN. STEVEN: (SLOWLY) But ... we
PAN L. from are still in the Tardis.
STEVEN to find
doors C. back.
DOCTOR WHO: Maybe, my boy.
 but wherever it is,
there is some great power - that
can penetrate beyond our safety
barrier.

(5 next)

- 2 -

(shot 3 on 2)

CAM.5 (on tower)

2. INT. THE CELESTIAL TOYROOM

4. 5

MS Police Box.
ZOOM OUT to
max. high shot
of set.

(IT IS AN OCTAGONAL ROOM
WITH LINES FROM EACH
CORNER WHICH MEET IN
THE CENTRE OF THE ROOM.)

MUSIC CUE 2

(Telejector slide of
robots chest on
screen in robots).

AT THE MOMENT THE
TARDIS STANDS OVER THE
POINT WHERE THE LINES
MEET.

THE ROOM IS STARK.
THERE ARE BLANK,
WHITISH WALLS, TWO OF
WHICH MUST BE
CONVERTABLE INTO
SCREENS.

(On to page 3)

(3 next)

(shot 4 on 5)

THERE IS A SIMPLE
SHORT BENCH FACING
ONE OF THESE WALLS
AND ON THE WALL
IMMEDIATELY BEHIND
THE TARDIS DOORS IS
A CUPBOARD. IT IS
VERY PLAIN)

SUPPOSE CAPTION SLIDE:

Caption:

"By Brian Hayles

MUSIC CUE 3

2A. A1. 3A.

3. INT. TARDIS.

5.	3	A	(DODO AND STEVEN ARE /
		M2/S STEVEN /	STILL WHERE THEY
		DODO	WERE LOOKING TOWARDS
			THE AREA WHERE THE
			DOCTOR'S VOICE COMES
			FROM)

/STRIKE POLICE BOX /

DOCTOR WHO: Don't just stand
there. Come and turn on the
scanner.

DODO: But, Doctor...

PAN STEVEN L.
lose DODO

DOCTOR WHO: Don't ask questions!
We may not have time. Turn on
the scanner!

DODO into shot R. (STEVEN CROSSES AND
DOES SO. HE AND
DODO LOOK UP AT THE
SCANNER.

6.	2A		IT IS ON BUT IS
		CS Scanner	COMPLETELY BLANK. /
			THERE SHOULD BE NO
			DISTORT ETC. ON THE
			SCREEN - JUST <u>NO</u>
			<u>PICTURE)</u>

(3 next)

(shot 6 on 2)

STEVEN: It's not working.DOCTOR WHO: Yes it is. When it isn't working the screen is not as clear as that. This is part of the same trick. /

7. 3 A
 M2S STEVEN/DODO.
 DODO crosses to
 L. of STEVEN.
 CRAB L. with
 her to hold
 3-S with
 empty chair.

DODO: What are we to do? Let's take off at once.DOCTOR WHO: That might be worse - besides I'm not only invisible, I'm intangible, which means that I can't pull the switches.STEVEN: I'll do it, if you'll tell me what to do.DOCTOR WHO: No. Whatever it is, we have to face it. Open the doors.STEVEN: But Doctor...

STEVEN & DODO
 turn to desk.
 Tighten on
 them.

DOCTOR WHO: Open the doors!

(STEVEN DOES SO.
 WE HEAR THE USUAL
 SOUND. THERE IS A
 SLIGHT PAUSE, THEN:)

SOUND FX

8. 2 A
 M2S DODO/STEVEN
 PUSH IN to
 them to door

DODO: We should go. /STEVEN: We can't.DODO: If the Doctor's intangible, then why did he need to open the doors. He could have just walked through them.

(STEVEN GOES TO THE
 DOOR)

(4 next)

STEVEN: Habit, I suppose. Perhaps we should follow him.

bhc

- 5 -

(shot 8 on 2)

DODO: You won't get me out
there!

4A (mic. in Dolls hse.) 1A

4. INT. TOYMAKER'S PRIVATE OFFICE

9. 4 A
Low wide shot
of house front.

TOYMAKER in L.
HOLD him as he goes
up steps to open
front.
(Avoid his eyes)

(THIS IS THE MODERN
EQUIVALENT OF AN
EIGHTEENTH CENTURY
GENTLEMAN'S STUDY-
CUM-LIBRARY.

MUSIC CUE 4

IT IS ULTRA-MODERN
BUT EXTREMELY COM-
FORTABLE. THERE IS
A DESK AND ON IT
ARE A WELL BALANCED
AND NOT UNATTRACTIVE
SET OF SWITCHES WHICH
CAN EASILY BE MANIP-
ULATED FROM BOTH
SIDES OF THE DESK.

SET IN POLICE BOX

JUST IN FRONT OF THE
DESK IS A VERY ELEGANT
TRIANGULAR TABLE WITH
THE LETTERS A. B. AND
C. INLAID IN EACH
CORNER. THERE ARE
TWO REVOLVING CHAIRS
BY THE TABLE.

10. 1 A (thru window)
MS room.
TOYMAKER'S hand in;
he picks up
clown dolls

THE MAIN FEATURE OF THE
ROOM IS A VICTORIAN
DOLL'S HOUSE. THE TOYMAKER
GOES UP TO THE NURSERY. / IN
THIS (LARGE) ROOM WE SEE
A VARIETY OF DOLLS OF ALL
SHAPES AND SIZES, INCLUDING
TOY SOLDIERS, BALLERINA DOLLS,
AND A COUPLE OF CLOWNS -
RATHER LIKE THE END OF PIER
SHOW PIERROTS. ONE HAS A
"SAD-FACE" MAKE-UP (THE MALE),
THE OTHER A "HAPPY" MAKE-UP.

on to page 6

(5 next after
recording break)

- 5 -

(shot 10 on 1)

A to 2
3 to B
2 to B
1 to B

CLEAR 4

TOYMAKER: Yes. I think you two will serve my purpose admirably. You're very good at games: clowns always are. You can show Steven and Dodo a few of your tricks into the bargain.

(HE TAKES OUT THE CLOWN DOLLS.)

TELECINE SEQUENCE 'A'

We close in on CLOWN DOLLS; suddenly they seem to grow ... and grow ...

MUSIC CUE 5R E C O R D I N G B R E A K

11.	5		5. INT. CELESTIAL TOYROOM	5.B1.1B/C/D. A2.2B/C/D.3B.
		Wide shot of STEVEN/DODO coming out of police box. ZOOM IN to them.	(STEVEN IS LEADING DODO OUT OF THE TARDIS)	
12.	2	B	M2-S STEVEN/DODO	DODO: If you want to go then you go, but I'm sure that the Doctor ... Doctor!
13.	1	B	Deep 3-S. DR. fg. to STEVEN/DODO in bg.	DOCTOR WHO: (OOV) What is it?
		Tighten 3-S as they come together.	DODO: There you are!	
			STEVEN: We can see you - everything's all right.	
			DOCTOR WHO: You can see me?	
			STEVEN (tog.)	Yes.
			DODO:	

(2 next)

(shot 13 on 1)

DODO: Let's go now. It must've just been the Refusian influence after all. /

14. 2 B
MCU STEVEN.
PAN him L.
Let him go;
HOLD DR.

STEVEN: (HAVING GLANCED AROUND)
What's this extraordinary place?

DOCTOR WHO: I don't know, yet something about it is familiar. /

15. 1 B
Tight 2-S
DR./DODO

DODO: It looks ^{dead} boring to me - come on.

(SHE MOVES BACK TO THE TARDIS) /

16. 2 B
MS DR.
PULL BACK with him as he moves fwd.
DODO crosses to L. of him to 2-S.

DOCTOR WHO: Wait child.

DODO: Why?

1 REPOS TO C

Widen as he turns to find STEVEN in bg.

DOCTOR WHO: I don't think that it was the Refusian influence which made me intangible. ... No, there is something here. Although I don't like the feel of the place any more than you do, I must face it. I think I was meant to come here.

(STEVEN HAS GONE TO ONE OF THE WALLS. AS HE REACHES IT THE LIGHT FORCE WHICH IT HAD BEFORE BEGINS TO PULSATE. HE STOPS AND GAZES AT IT.

LIGHT FX
SOUND FX

WE SEE IT FROM HIS POINT OF VIEW AS A PICTURE BEGINS TO FORM.

TELECINE SEQUENCE 'B'
FED TO SCREEN ON ROBOT L.

HE (WE) SEES HIMSELF WITH TIME DESTRUCTOR.

17. 1 C
MCU STEVEN

STEVEN: Hey! Look - that's me.

18. 5
CU Screen on Robot.

DODO: What is?

(1 next)

STEVEN: There on that screen.

TELECINE SEQUENCE 'B' contd.

(IT CHANGES TO A
SEQUENCE OF HIM
IN PARIS

19. 1 C
MCU DODO DODO: What screen?

20. 2 (tracked in)
M2-S ROBOT/STEVEN. STEVEN: There! - that's me in Paris.
(Telejector slide
on screen).
Let DODO cross DODO: There's nothing there!
from L. to R.
Retain 3-S.

21. 1 (crabbed R.)
MCU DR. WHO DOCTOR WHO: Steven!

(WE SEE THE WALL
FROM THE DOCTOR'S
ANGLE AND IT IS
BLANK)

Don't look at it! I know now where
we are.

22. 2
3-S a/b

STEVEN: It's changed again -
there I am in the Ark.

23. 1
MCU DR. WHO
PULL BACK with
him to 2-S with
STEVEN.

DOCTOR WHO: Steven, turn away
this instant. We are now in the
world of the celestial Toymaker and
this screen is hypnotic. He's
trying to dominate your mind.

STRIKE TARDIS.
TOYMAKER IN

(HE CROSSES TO HIM
AND SPINS HIM ROUND)

STEVEN: But, Doctor ...

DOCTOR WHO: There is nothing there.
Do you hear me? Nothing at all -
you must believe me.

STEVEN: What was it? What
happened? (HE IS RUBBING HIS
EYES) /

24. 2 B
MCU DODO

DODO: What's the matter, Doctor?
I couldn't see anything on the screen.

25. 1 C
Tight 3-S
DODO/STEVEN/
DR. WHO.

(5 next)

(25 on 1)

- 8a -

2 PULL OUT

DOCTOR WHO: Come here, child. Be careful. Whatever you do, don't let it trap you into looking at it.

DODO: Who's the celestial Toymaker?

DOCTOR WHO: He's a power for evil - he manipulates people and makes them into his playthings you must neither of you look at that screen, it's a trap ...

26. 5 (on DR.'S turn)
MS TOYMAKER

(THERE IS THE SOUND
OF A DELIGHTFUL LAUGH.)

THE DOCTOR SPINS ROUND
AS DO THE OTHERS)

27. 3 B
Deep-shot over
TOYMAKER to
group in bgd.
DR. crosses towards
TOYMAKER.

TOYMAKER: What a spoil-sport
you are, Doctor. I thought they'd
enjoy my memory window. /

(THE TARDIS HAS VANISHED
AND IN ITS PLACE
STANDS THE TOYMAKER.

2 REPOS TO C

HE IS A HAPPY LOOKING
OCCIDENTAL MANDARIN
CHARACTER. HE IS
DRESSED IN A SPLENDID
LOOKING BEJEWELLED
FLOOR-LENGTH COAT)

DOCTOR WHO: You! I suppose I
should have guessed.

TOYMAKER: Of course. I have been
waiting for you a long time.

DODO: Where is the Tardis?

TOYMAKER: Don't worry my dear.
Just watch over there.

28. 5 CU Screen on Robot. (DODO GLANCES AT THE SCREEN. /
~~FOR AN INSTANT WE SEE HER~~
TELECINE SEQUENCE 'C'
Fed to Robot.

ON THE SCREEN IN VERY BIG
CLOSE-UP (AGAINST BLACK
DRAPES) WEARING A SCHOOL
BERET AND LOOKING VERY
YOUNG. WITH A SET FACE,
SHE MOVES TOWARDS CAMERA)

(1 next)

- 8a -

shot

(28 on 5)

- 9 -

29 1. C

MCU Dodo

DODO: IT's me. The day my mother died.

30 2. B

MS Dr. Who
Pan him Left to 3/s
with Steven/Dodo

DOCTOR WHO:
away, child.

Turn

STEVEN: Look away, Dodo. (HE SWINGS HER ROUND. THE PICTURE GOES. THE TOYMAKER IS DISAPPOINTED)

31 5.

MCU Toymaker

TOYMAKER: What a shame. I thought my little invention would amuse them.

32 2. B

MCU Dr. Who

DOCTOR WHO: your inventions

33 1 C

Tight 3/s
Dodo, Steven, Dr.

You must be careful, you two. Everything here contains a hidden menace. Nothing is just for fun.

STEVEN: But what's the idea of it?

DOCTOR WHO: He is trying to get us into his power. That's why we must fight him.

DODO: But can't we just go? I hate this place.

DOCTOR WHO: How, my child? That's the question.

DODO: In the Tardis, of course. As always.

34 3 B

Deep Shot over
Toymaker to group.

Steven & Dodo cross right
to 2nd Robot.
Pan with them
lose Dr. and Toymaker
pick up 2nd Robot

TOYMAKER: Ah, but which Tardis? Take your choice.

- 9 -

(5 next)

TELECINE SEQUENCE 'D'
(Fed to Robot screen)

(MOTHER WILL BEGINS
TO WHISPER. THEN
IT CLEARS AND WE SEE
A ROW OF TARDISES,
AS THOUGH ON SOME
KIND OF CONVEYOR
BELT, SLOWLY FILE
BY.

1 PULL BACK
2 PULL BACK

STEVEN AND DODO CROSS
TO THE HILL)

Clear Toymaker
Clear Dr. Who.

STEVEN: But ... there are
hundreds of them.

TOYMAKER: (OOV) Yes ...
hundreds. Come Doctor.

DOCTOR WHO: (OOV) No!

35 5.
High Wide Shot
Steven & Dodo up centre
back

(DODO AND STEVEN TURN
ROUND. THE ROOM IS
COMPLETELY EMPTY)

(On to page 10)

bhc

- 10 -

(Shot 35 on 5)

STEVEN: Doctor!

DODO: Have you gone invisible again?

(THERE IS SILENCE)

36 3 B
2/S Steven/Dodo

2 to D.
1 to D
Track Boom B
Track Boom A

STEVEN: He's gone. That man has taken him away.

DODO: I don't like it. We should never have stayed.

STEVEN: It's too late now.

DODO: Who was that man?

STEVEN: I don't know. But we've got to find the Doctor.

37 2 D
MS Cupboard
Joey & Clara enter

(THEY MOVE TOWARDS THE CUPBOARD. /

JUST BEFORE THEY GET THERE THE DOOR OPENS AND THEY BOTH STOP DEAD IN THEIR TRACKS. Music Cue 7

FIRST ONE CLOWN HEAD 'JOEY' POPS ROUND THE DOOR FRAME, THEN ANOTHER 'CLARA' - FURTHER DOWN. CLARA GIGGLES. BOTH CLOWNS COME OUT AND TIPTOE TOWARDS STEVEN AND DODO. FIRST CLARA, LEADING (THEN JOEY) PUT FINGERS TO LIPS AS STEVEN SPEAKS)

38 1 D
MCU Steven

STEVEN: What on earth

39 3 B
4/S. Dodo/Clara/Joey/
Steven

(THE CLOWNS FREEZE)

CLARA: Ssh

DODO: (in whisper) Ssh Steven!

STEVEN: Why have I got to ...

Joey & Clara move forward to Steven

(JOEY COMES UP TO HIM AND OFFERS HIS HAND. CLARA REVEALS A LARGE BALLOON (HELD BEHIND HER) TO DODO, AND A HATPIN.

CLARA GETS BEHIND STEVEN. DODO SENSES FUN, AND STIFLES HER GIGGLES.)

(1 next)

- 10 -

(Shot 39 on 3)

STEVEN: Hello!

40 1 D

High 3/S over Joey to
Steven see Clara behind.(HE TAKES JOEY'S HAND,
SHAKES IT - IT COMES AWAY
AND EXTENDS TO A FALSE ARM.
STEVEN THROWS IT DOWN IN
DISGUST.)CLARA REPHONES THE BALLOON
BEHIND HIM - HE JUMPS
BACK AS SHE BENDS DOWN
AND JOEY PUSHES HIM OVER
HER.

41 3 B

Low MCU DODO

DODO LAUGHS AT STEVEN.

42 2 D

M 2/S Clowns

THE CLOWNS MIMIC CONVULSIVE
LAUGHTER (SOUNDLESS).

43 1 D

High M/S STEVEN on floor.

STEVEN: (Picking himself up)
Very funny. (To DODO). What
have you got to laugh about?

44 3 B

MS DODO

Pull back with her as she
crosses to STEVEN and 4/S
with clowns in B/g.DODO: If you could only see
your face ... with that hand!(JOEY HAS GONE BACK INTO
THE CUPBOARD - RETURNS
WITH FLOWERS FOR DODO.
PRESENTS THEM WITH AN
ELABORATE BOY).DODO: For me?(JOEY PRESSES A BUTTON
ON HIS CHEST, ONE OF A
ROW OF SIX, NON-PRACTICAL -
WE HEAR THE HONK OF A
MOTOR HORN (à la Harpo).DODO: Ooo, thanks. No-one has
ever given me flowers before.

Track in to MCU DODO

(JOEY DOES AN ELABORATE
SMELLING ROUTINE, FOLLOWED
BY CLARA, HE HANDS THE
FLOWERS TO DODO. AS DODO
SMELLS THEM A WATER JET
SQUIRTS UP IN HER FACE.
IT IS STEVEN'S TURN TO
LAUGH.)

45 2 D

M 2/S DODO/STEVEN

STEVEN: (Mimicing DODO'S accent)
If you could only see your face!Let DODO go right
Pan Steven Left to
3/S with JOEY/CLARADODO: (THROWING FLOWERS ON FLOOR)
I'm not so sure I like these
clowns.(3 next) TOYMAKER IN POS. 11 -

STEVEN: Can either of you speak?

(HE TURNS TO JOEY. JOEY
PASSES HIS MORN BUTTON
"NO")

(STEVEN TURNS TO CLARA)

How about you?

CLARA: (A weird high-pitched voice
that goes right up the scale in
each sentence like the war-time
siren) Yes. I can talk.
How are you?

STEVEN: Fine. Look, what do you
want with us? /

46. 3 B
2-S STEVEN/
TOYMAKER

(THE TOYMAKER APPEARS
BEHIND STEVEN)

TOYMAKER: They've come to entertain
you. Play a game with you both.

STEVEN: (Dryly) Thanks very much.
Well, we've been entertained and
we're not in the mood for games
just now. Where have you taken
the Doctor?

TOYMAKER moves
fwd. PULL BACK
with him. See
CLOWNS at
cupboard in bgd.

TOYMAKER: "Taken the Doctor"?
Nowhere my dear chap. The Doctor
and I are to play a little game
together. You can follow the
results on that board. /

47. 1 D
CS ROBOT chest
with slide of
tally recorder
superimposed.

(HE INDICATES THE MONITOR
THE TARDIS APPEARED ON.
NOW HE SEE A ROW OF NUMBERS). /

48. 2 D
3-S STEVEN/
DODO/TOYMAKER

STEVEN: We're not interested in
your games. We want to go back to
the Tardis.

CLEAR 3 FOR S/1 SHOT /

(WHILE THIS CONVERSATION IS
IN PROGRESS, THE CLOWNS ARE
SETTING UP A SERIES OF
OBSTACLE'S FOR THE FIRST
GAME - BLIND MAN'S BUFF).

TOYMAKER: That's impossible.

Tighten 3-S
as STEVEN
moves.

STEVEN & DODO: Impossible?

(STEVEN TAKES A THREE TENING
STEP TOWARDS THE TOYMAKER)

49. 1 D
MCU TOYMAKER TOYMAKER: Well, not quite impossible, but you will have to win a few games first. At the end of each game you will find a Tardis - which may, or may not be the real one.

50 2 D
M3-S STEVEN/
DODO/TOYMAKER STEVEN: That do you mean - the real one?

TOYMAKER: You'll find out when you open the door. As you have already seen I have many copies.

DODO: So we have to win a game before we can get to a Tardis?

TOYMAKER: Yes, several games in fact.

STEVEN: And if we lose?

TOYMAKER: You will both stay here - as my guests.

DODO AND STEVEN
CONSULT TOGETHER)

51. 1 D
Tight 2-S
STEVEN/DODO DODO: (whispering) We'd better play his silly games, Steven.

STEVEN: I don't see why we should humour him - he must be round the bend.

DODO: That's just it - we'd better do as he says, otherwise we may never get out.

52. 2 D
M.2-S STEVEN/DODO
(with space on R.
for S/1) TOYMAKER: (O.O.V.) Well?
52a 3 B
MS TOYMAKER
superimposed on
2's shot to make
M.3-S STEVEN: We'll play your little games. If we win, we get the Tardis back, O.K.?
TOYMAKER: Agreed.

CLEAR 1 to E
then 4 to B

(Shot 52A on 3)

- 14 -

STEVEN: And if we lose?

TOYMAKER: You will never see the Tardis again.

STEVEN: But ...

FADE CUT 3

(THE TOYMAKER VANISHES)

Tighten on STEVEN & DODO

DODO: You never asked him about the Doctor?

Clear TOYMAKER

STEVEN: I suppose he's got this (GOING TO SCREEN) game to play. This I don't understand. I'm glad we're not playing that one.

53 3 B

DODO: What are we playing?

4/S STEVEN/JOEY/CLARA/
DODO

CLARA moves towards them.

(JOEY FINISHES POSITIONING THE OBSTACLES. CLARA COMES UP TO DODO WITH TWO BLINDFOLDS OF BLACK CLOTH)

MIX

CLARA: Blind man's buff.

A3. 4B. 5. C1. 1E.

6. INT. TOYMAKER'S PRIVATE OFFICE

54 5

High Shot of Set

(THE DOCTOR AND THE TOYMAKER FACE EACH OTHER ACROSS THE TABLE.

55 4 B

Low Shot DR. WHO

THE DOCTOR IS IN THE CHAIR NEAREST THE DESK.

THE DOCTOR IS FAR FROM PLEASED)

A to 3

DOCTOR WHO: You will kindly cease this practical joking and let us go at once.

56 1 E

High 2/S TOYMAKER/
DR. WHO

TOYMAKER: Patience, doctor, patience. You have only just got here, relax. It's so nice to see you again.

SET OBSTACLES
IN TOYROOM

- 14 -

(4 Next)

(Shot 56 on 1)

- 15 -

DOCTOR WHO: Now you have -
so let us go.

TOYMAKER: How innocent of you,
doctor. The last time you were
here I hoped you'd stay for a
game, but you had hardly time to
look round.

57 4 B

MCU Dr. WHO
Pan him Left.
Find TOYMAKER in Left
and Low 2/S

DOCTOR WHO: And very wise I
was. You and your games are
notorious. You draw people to
this place like a spider does
flies.

TOYMAKER: How absurd. It
amuses me to give amusement.

DOCTOR WHO: But should anyone
lose the game they play they are
condemned to become your toy -
forever.

58 1 E

MS TOYMAKER
Pull back with him
on his nose to end 2/S
DR. WHO/TOYMAKER

TOYMAKER: A minor rule,
certainly. But should they win
they are perfectly free to go.

DOCTOR WHO: Supposing I refuse
to play.

TOYMAKER: Then you lose
Is that what you choose?

DOCTOR WHO: Of course not ...
I should never have come out of
the Tardis.

59 4 B

L/S TOYMAKER

TOYMAKER: You're insatiably
curious, doctor, that's why I
ensured that the scanner should
be blank. I knew that would
make you come out.

60 1 E

MCU DR. WHO
Pull back with him to
Tight 2/S DR. WHO/TOYMAKER

DOCTOR WHO: Another of your silly
conjuring tricks! Very well,
what game do you want me to play?

SET COUNTERS ON
A

(4 next)

- 15 -

(Shot 60 on 1)

- 16 -

61 4 B

Low/MCU TOYMAKER

TOYMAKER: This.

(HE INDICATES THE
TABLE BETWEEN
THEM.

TELECINE SEQUENCE 'E'

2 to E

3 to C

HE THEN POINTS
AT THE CORNER
MARKED 'A'.
ON IT APPEAR TEN
BEAUTIFULLY MADE
COUNTERS. THEY
ARE NUMBERED WITH
THE FIGURES ONE
ON THE SMALLEST
TO NOUGHT ON THE
LARGEST.

MUSIC CUE
8 - 5"

THEY FORM A
PYRAMID WITH THE
LARGEST AT THE
BOTTOM)

DOCTOR WHO: The trilogic game!

62 4 B

Low 2/S DR. WHO/TOYMAKER.
Counters Left of Frame

TOYMAKER: Yes, the trilogic
game ... a game for the mind,
doctor ... the developed mind.
Difficult for practised minds -
dangerous for minds that are
growing old, lazy or weak.

DOCTOR WHO: So you are sugges-
ting that my mind has grown weak
and old!

Let TOYMAKER pass Left
to Right.
Let him go.
Hold DR. WHO

TOYMAKER: We shall see. Perhaps
it is merely lazy.

DOCTOR WHO: How dare you!

63 1 E

2/S TOYMAKER/DR. WHO

TOYMAKER: Good, you still think
that you can pit your mind against
mine.

DOCTOR WHO: Of course I can.

(4 next)

- 16 -

(Shot 63 on 1)

- 17 -

TOYMAKER: I'm glad ... I hope that the time you have spent dabbling in your researches round the universe, hasn't dulled you too much. I need you.

DOCTOR WHO: (SURPRISED) Need me?

TOYMAKER: Yes. I'm bored. I love playing games but I need someone to play against ... All the beings who call here have no minds and so become toys - but you doctor, you will become my perpetual opponant. We shall play endless games together - Your mind against mine.

DOCTOR WHO: But you said that if I win this game I can go.

TOYMAKER: So you can doctor, so you can. But I think you'll lose. Do you remember how to play?

64 4 B
MCU DR. WHO
Hold his Silhouette.

DOCTOR WHO: I'm only allowed to move one piece at a time.

65 5
MS TOYMAKER
& Table

TOYMAKER: That's right. And you have to assemble them in the same order they are now, on point 'C'.

66 4 B
MCU DR. WHO

(DOCTOR WHO IS
LOOKING AT THE
BOARD, HE IS
CLEARLY TRYING
HARD TO REMEMBER)

DOCTOR WHO: I am never permitted to put a larger picce on a smaller ...

67 1 E
MCU TOYMAKER

TOYMAKER: Correct. / And you have one thousand and twenty three moves to do it in, that is the exact amount. (cont ...)

(5 next)

- 17 -

PAN TOYMAKER
R. to door

TOYMAKER: (cont) If you make
one mistake - you lose. And
to help you count - there!

68.	5	MCU Top of table and tally recorder	(HE CROSSES TO THE DESK AND PUSHES A LEVER. SOUND FX UP AT THE SIDE OF THE TABLE COMES A TALLY-RECORDER. IT HAS TWO LINES OF FIGURES. <u>TOYMAKER:</u> When the two lines match, the THE TOP LINE READS: game is '1023' AND THE over. LINE BELOW READS: '000'. WHEN EVER THE DOCTOR MOVES A PIECE ON THE BOARD THE BOTTOM LINE RECORDS IT AS A MOVE.
69.	4	B MS Counters and DR. WHO	WHEN THE TWO LINES MATCH THEN THE GAME IS OVER)
70.	1	E MS TOYMAKER	<u>DOCTOR WHO:</u> Hmmm. I see. Can I begin?
		PULL BACK and PAN him L. as he crosses to scanner. Find DR. WHO L. of frame	<u>TOYMAKER:</u> Don't be so impatient. Look. (HE FLICKS ANOTHER SWITCH WHICH TURNS ON A SCANNER WHICH HAS A PICTURE OF STEVEN AND DODO, AND THE CLOWNS IN THE TOYROOM
71.	5	High shot of Toyroom with STEVEN/DODO & TWO CLOWNS. ZOOM IN to CLOWNS. (Fed to monitor in office)	

We mustn't forget them.

DOCTOR WHO: You aren't going
to make them play this game, are
you?

72.	4	B MCU DR. WHO	<u>TOYMAKER:</u> Good heavens no. They are on competitive quest.
-----	---	------------------	---

(72 on 4)

DOCTOR WHO: Competative?

(HE LOOKS AT THE SCREEN)

73. 1 E Who are those others?
MS TOYMAKER

TOYMAKER: That's two clown friends of mine. They are the 'home team'. They are going to play against your friends and win the quest.

74. 4 B
MCU DR. WHO

75. 5 DOCTOR WHO: Quest? What quest?
MS TOYMAKER

ZOOM IN to
CU

TOYMAKER: The quest for the Tardis. (MINOR STING) Win the M.Q. 9A games and you can have it back. (MAJOR STING). M.Q. 9B

FADE OUT.
HOLD TILL READY
THEN FADE IN

A SWING TO TOYROOM
5 TURN TO TOYROOM

7. INT. TOYROOM B1.2E.3C.A3.5

(THE OBSTACLE COURSE IS NOW FULLY SET UP. THE OBSTACLES FIT PARTS OF THE FLOOR WHICH IS A HUGE GAME - RATHER LIKE SNAKES AND LADDERS.

76. 5 THE OBJECT OF THE GAME IS TO GET FROM START TO HOME
CU JOEY.

ZOOM OUT to high
shot of group

BLINDFOLD. TO ONE SIDE OF THE ROOM THERE IS A GLASS-FRONTED BOOTH WITH A CONTROL PANEL, WHICH IS THE ONLY WAY DODO CAN COMMUNICATE WITH STEVEN. THE OBSTACLES ARE IN THE FOLLOWING ORDER:
A: A ROPE OVER FIVE PINNACLES
B: A SERIES OF STEPPING STONES
C: A PLANK MOUNTED ON TWO SETS OF STEPS
D: A LONG FLEXIBLE TUBE AT THE END OF WHICH IS 'HOME')

77. 3 C
Tight 2-S DODO/
STEVEN

DODO: It's rather like a snakes and ladders set I used to have.

STEVEN: It looks crazy to me.

DODO: Go on, have a go - it looks rather fun.

(2 next)

STEVEN: What me? On that? Not on your life.

(77 on 3)

- 20 -

78. 2 E
3-S CLARA/DODO/
STEVEN DODO: But this is the game we
have to play, right? (TO CLARA)

Let CLARA go L.
HOLD DODO/STEVEN CLARA: This is your game.

79. 3 C
4-S CLARA/JOEY/
DODO/STEVEN STEVEN: (TO DODO) O.K., then
you'd better play it.

RETAIN CLARA'S
move. CLARA: Oh no! You (TO STEVEN) must
play it. (SHOWING THEM) It's
all quite simple. You start here
blindfold.

80. 2 E
M.2-S DODO/
STEVEN STEVEN: (LAUGHING) You must be
joking.

81. 3 C
a/b DODO: Steven! Go on (TO CLARA).
You have to cross these obstacles
CLARA: & if you can get home without
falling down you win the game.

82. 2 E
a/b STEVEN: And what 's his name -
whatever his name is, going to be
doing all this time?

83. 3 C
M.2-S JOEY/CLARA CLARA: His name is Joey. I'm
Clara. He will do it too, of
course.

84. 2 E
MCU STEVEN STEVEN: And if he loses?

85. 3 C
Tight 2-S JOEY/
CLARA (CLARA TURNS AWAY)

86. 2 E
2-S DODO/STEVEN (TO DODO) No answer that time.
Well, suppose we both manage it?

87. 3 C
Group shot CLARA: Then we do it again. Until
someone loses.

STEVEN crosses L.
retain 4-S STEVEN: Great future the Toynaker's
mapped out for us! O.K. chum -
you want to show me how its done?

(JOEY, WHO HAS BEEN PUTTING
THE FINAL TOUCHES TO THE
COURSE, BEEPS ON HORN, RINGS
BELL ETC.)

88. 2 E
2-S JOEY/CLARA STEVEN: That means "yes", I suppose.
(JOEY HONKS HORN)

PAN them L.

- 20 -

(3 next)

(88 on 2) c
 89. 3 - 21 - (CLARA TIES BLINDFOLD ON JOEY'S EYES)
 3-S CLARA/DODO/ CLARA: (TO DODO) You must come
 STEVEN with me.

2 CRAB R. FAST

(CLARA
 TAKES DODO
 AND STEVEN INTO THE BOOTH.

JOEY IS LEFT BLINDFOLDED,
 AT THE STARTING
 SQUARE).

90. 2. (thru' booth) 7A. INSIDE BOOTH / HANGING MIC.
 See CLARA/DODO/ CLARA: Here is how we control
 STEVEN enter then. (SHE SHOWS DODO THE BUZZER
 then find BUTTON) One Buzz for right turn.
 JOEY bgd. Two for left. Three for stop.
 Four to start.

(CLARA PRESSES BUZZER
 FOUR TIMES)

7B. INT. TOYROOM

91. 5 MS JOEY
 PAN him with rope (JOEY FEELS FOR THE ROPE,
 2 UNTIES IT AND SWINGS ACROSS
 intercut PINNACLES - LANDING ON THE
 CLARA in booth FIRST STEPPING STONE. / HE
 STEPS CONFIDENTLY ACROSS THE
 STONES)

92. 3 c
 JOEY on
 stepping stones

8. INT. TOYMAKER'S OFFICE

MUSIC CUE 10

4B. 1E. Cl.

93. 1 E (THE DOCTOR IS LOOKING
 AT THE MONITOR SCREEN /
 Deep-shot over (AS HE SEE THE CLOWN
 DR. WHO to see GOING ACROSS THE PLANK).
 screen in bgd. HE PRACTICALLY STARTS
 (3's shot fed to PULLING SWITCHES ON THE
 monitor) TOYMAKER'S DESK. ONE
 OF THEM LIGHTS UP A LIGHT
 BESIDE THE MONITOR). /
 HOLD DR. to desk

94. 4 B DOCTOR: (HE LOOKS AROUND -
 Low-shot DR. WHO NO SIGN OF THE TOYMAKER)
 Steven, Dodo, listen to me.
 This is the Doctor. Be careful
 how you play this game. It's
 not as innocent as it looks -
 be on your guard.

(2 next)

(Shot 94 on 4)

- 22 -

95 2 E

3/S STEVEN/
DODO/CLARA

9. INT. BOOTH.

See JOEY in B/g.

DOCTOR WHO: (continuing O.O.V.)
If you lose - we stay here for
ever. Watch out for ...

TOYMAKER IN

(THERE IS A CLICK ON THE
SPEAKER)

10. INT. OFFICE

96 1 E

C/S TOYMAKER'S hand
on switch.

PULL BACK to 2/s.

Retain as Dr. sits.

(THE TOYMAKER IS STANDING
BY THE SWITCH HE HAS JUST
TURNED OFF)

TOYMAKER: That was unwise of
you doctor.

DOCTOR WHO: (STANDING UP) I
must warn them.

TOYMAKER: You had better attend
to your own game. Go from
move 152.

BREAK RECORDING

A to 2. 4 to C. 1 to F. 2 to B. 3 to B

TELECINE SEQUENCE 'F' - 45"

(THE DOCTOR PULLS HIS
HAND BACK AS THE PIECES
MOVE OF THEIR OWN VOLITION
FROM 110 to 152.)

TOYMAKER: Keep playing Doctor,
and to stop you from interfering,
I shall have to dematerialise
you again - there.

(THE TOYMAKER MAKES THE
DOCTOR INTANGIBLE AGAIN)

DOCTOR WHO: You are overreaching
yourself, Toynaker. How can I
play this game?

TOYMAKER: Let's see, I think
if we left you one hand.

(THE DOCTOR'S HAND WITH
RING RINGS OVER THE BOARD.)

TOYMAKER: There now, I suggest
you resume the game.

(n.b. On 'A' 09; on 'B'
76321; on 'C' 854)

(WITH GREAT DIGNITY THE
HAND PICKS UP 1 FROM 'B'
AND PLACES IT ON 'C').
THEN 2 FROM 'B' TO 'A'.)

TOYMAKER: I thought you'd see it
my way, Doctor.

(5 next)

11. INT. TOYROOM

97 5 (JOEY COMES OUT OF THE /
MS JOEY out of tube TUBE - FEELS FOR END
MARKED 'HOME',
HE TAKES BLINDFOLD
OFF AND RAISES HIS HANDS TO
SIGNIFY THAT HE HAS WON.)

11A. INT. BOOTH

98 1 F /
3/S. STEVEN/DODO/CLARA CLARA: e've won! We've won!

STEVEN: Not yet. I haven't had
a go yet.

DODO: The Doctor warned us ...

STEVEN: I can do it. (MEMORISING)
Rope. 5 steps. Plank; and the
tube! I'll be all right if you
guide me - after all if he can
do it! Remember the signals
though.

DODO. (PRESSES BUTTON EXPERIMENTALLY)
Right - one buzz. Left - two buzzes.
Four to start, and three to stop.

11B. INT. TOYROOM

99 2 B (STEVEN GOES OUT TO THE /
MS STEVEN/CLARA out of START - FOLLOWED BY CLARA.
Booth. Hold them to JOEY COMES OVER.
3/S with JOEY. CLARA TIES ON HIS BLINDFOLD.)

CLARA: Can you see?

STEVEN: Not a thing!

100 5 /
MS STEVEN
Pan him to rope (HE FEELS ROUND FOR THE
ROPE, GRASPS IT).

Right, I'm ready!

(CLARA GOES TO BOOTH -
CLOSES THE DOOR).

11C. INT. BOOTH

101 1 F /
2/S CLARA/DODO CLARA: (TO DODO) Start him off.
in Booth.
(5 next) (DODO GIVES FOUR BUZZES)

Shot
(101 on 1)

- 24 -

102 5
MS STEVEN 11D. INT. TOYROOM

(STEVEN GRABS FOR THE
ROPE WITH HIS FREE ARM.

103 2 B
M2/S STEVEN/JOEY JOEY GOES OVER TO THE FIRST
STEPPING STONE AND,
PRETENDING TO MAKE SURE IT
IS SAFE, MOVES IT OVER ABOUT
A FOOT TO THE RIGHT)

104 1 F
MS DODO/CLARA 11E. INT. BOOTH
See JOEY in B/g DODO: Look what he's doing;
Cheat! cheat! Steven, look out!

CLARA: He can't hear you.

(DODO GOES TO THE DOOR,
TRIES IT).

The door is self-locking.

(DODO GOES TO THE PANEL -
BUZZES THREE TIMES).

105 2 B
2/S STEVEN/JOEY 11F. INT. TOYROOM
(STEVEN, ABOUT TO SWING
ACROSS, NEARLY OVERBALANCES).

STEVEN: Dodo, what are you doing?
You nearly made me fall that time.

(HE STARTS OFF AGAIN,
SWINGS ACROSS - FINDS
NOTHING ON THE OTHER SIDE,
SWINGS BACK AGAIN)

What have you done - you clown
you!

106 1 F
MS DODO - buzzer (JOEY HONKS AT HIM)
(DODO BUZZES ONCE)

107 5
MS STEVEN STEVEN: (to himself) One buzz -
go to the right.

108 2 B
2/S STEVEN/JOEY (HE SWINGS BACK, EXTENDS
A LEG, FINDS THE FIRST
STEPPING STONE, LANDS SAFELY)

Phew. That was close.

(4 next)

(JOEY HONKS)

- 24 -

(108 on 2)

STEVEN: Yeah - you'll honk when I get this blindfold off.

(HE STARTS GINGERLY FEELING
FOR THE NEXT STONE)

109. 4 C (JOEY BECOMES VERY PREOCCUPIED/
MS JOEY on WITH A TOY RACING CAR. AS
floor; HE BENDS DOWN TO RUN IT
moving stone. ALONG THE FLOOR, HE CASUALLY
See STEVEN'S SHOVES ONE OF THE STEPS OUT OF
feet. LINE. /

110. . 2 B MS STEVEN STEVEN CAREFULLY STEPS ON TO STEP TWO.")

STEVEN: Step ~~three~~ to the left

(DODO'S BUZZER STARTS UP -
THREE BUZZES)

Oh no. What now!

(DODO BUZZES ONCE.)

To the right!

111. 3 B
M.2-S STEVEN/ (JOEY HONKS)
JOEY

You wait!

HOLD STEVEN
to steps

(STEVEN STEPS TO THE RIGHT
FINDS THE STEP)

(DODO PUZZLES ONCE. HE TAKES THE STEP TO THE RIGHT. THEN THE FINAL ONE TO THE LEFT. HE FUMBS FOR THE STEPS AND SITS DOWN. WIPES HIS BROW).

112. 1 F 11G. INT. BOOTH
2-S DODO/ DODO: I don
CLARA have a phone

DODO: I don't see how we can have a chance of winning if you cheat all the time.

CLARA: Chest. No.
A few harmless variations makes it
more fun.

(SHE TAKES HER HAT OFF,
REMOVES AN EGG FROM HER HAIR
(HARD-BOILED) HANDS IT TO DODO,
GIGGLES. DODO TURNS BACK TO
THE CONTROL PANEL IN DISGUST).

(3 next)

(Shot 112 on 1)
113 3 B

- 26 -

MCU STEVEN
Hold him as he
climbs steps
Find JOEY at other
end of plank
to 2/S with STEVEN
legs.

11H. INT. TOYROOM

(STEVEN GETS UP, AND STARTS
TO CLIMB THE STEPS.

JOEY LEANS AGAINST THE OTHER
SET OF STEPS AND PROCEEDS TO
MANICURE HIS NAILS WITH AN
ENORMOUS FILE.

STEVEN REACHES THE TOP OF
THE STEPS AND GINGERLY FEELS
FOR THE PLANK. HE STARTS TO
EDGE ALONG IT. JOEY PRESSES
HIS BELL BUTTON - STEVEN
TOBBLES - NEARLY COMES OFF).

STEVEN bends in.

STEVEN: What was that!

(JOEY HONKS)

You again. I warn you ...

(JOEY PRESSES ANOTHER BUTTON,
MAKES A 'RASPBERRY'. STEVEN
IS FURIOUS, NEARLY FALLS OFF &
JUST STE DIES HIMSELF IN TIME.)

STEVEN: Games with clowns!

Hold STEVEN down to
M 2/S with JOEY

(HE REACHES THE END OF THE
LADDER - JOEY COMICALLY
REACTING AND MOVING AWAY
ANXIOUS NOT TO GET SQUASHED
IF STEVEN FALLS. STEVEN
CAREFULLY COMES DOWN THE STEPS)

114 1 F
2/S DODO/CLARA
See STEVEN/JOEY
at Tube in B/g.

11J. INT. BOOTH

DODO: He's far too big to squeeze
through that tube.

CLARA: Joey did.

DODO: Suppose he gets stuck
halfway - what then?

(CLARA LAUGHS)

115 2 B
MS STEVEN
entering tube
as STEVEN goes
through -
PAN up to find
JOEY - hold his
action.

11K. INT. TOYROOM

(STEVEN FEELS FOR THE END
OF THE TUBE AND TRIES TO
DECIDE HOW TO GO THROUGH IT.
HE TRIES ALL THE AVAILABLE
POSITIONS; EVENTUALLY DECIDES
TO WORK HIS WAY THROUGH ON HIS
BACK. HE ENTERS THE TUBE THIS
WAY.

(1 next)

- 26 -

(Shot 115 on 2)

- 27 -

(JOEY COMES OVER - SURVEYS THE TUBE, TAKES OUT A LONG (COMIC) SWORD AS IF TO STAB IT, THEN GETS AN IDEA. HE DRAGS THE OTHER END OF THE TUBE ROUND SO THAT IT FORMS A U-SHAPE.)

116 1 F
 M 2/S DODO/CLARA

11L. INT. BOOTH

DODO: Look what he's done - it's not fair.

(SHE PRESSES THE BUTTON VIOLENTLY)

CLARA: (LAUGHS AND CLAPS HER HANDS) He'll go back to the start line.

DODO: And you think that fair? Let me out of here.

TIGHTEN ON CLARA

(SHE SEIZES CLARA BY THE FRONT OF HER COSTUME. CLARA IMMEDIATELY GOES ALL FLOPPY - LIKE A DOLL)

Open the door.

CLARA: (LAUGHS, AND ROLLS HER EYES) Can't.

PULL BACK TO 2/S

DODO: Oh ... you're just like a doll - a rag doll.

(SHE PUSHES CLARA ASIDE AND GOES BACK TO THE CONTROL PANEL)

I don't think this is funny at all.

11M. INT. TOYROOM

117 4 C
 MS STEVEN coming out of tube

 PULL BACK to find pinacles in F/G.

(STEVEN COMES OUT THE OTHER END OF THE TUBE. HE STRAIGHTENS UP AND FEELS FOR WHAT HE THINKS IS THE 'HOME' TABLE. INSTEAD HE FEELS THE STEPS)

STEVEN: Oh, no.

Wait a moment!

118 2 B
 MS STEVEN
 PULL BACK to 2/S with JOEY

 (1 next)

(HE TEARS OFF THE BLINDFOLD - LOOKS AT THE TUBE - STARTS AFTER JOEY, NO BACKS AWAY HASTILY)

- 27 -

- 28 -

CLARA: We've won! We've won!

DODO: You cheated. Steven completed the course.

STEVEN: It's a draw. We'll have another round - with him in the booth this time.

(CLARA HOLDS UP JOEY'S HAND)

DODO: Steven, look at this.
You can see through it. It's
not a real blindfold at all.

(CLARA DROPS JOEY'S HAND,
THE TWO CLOWNS LOOK
CRAZY).

STEVEN: No wonder you shot round that course. Now you try it with a real blindfold.

(JOEY BACKS AWAY. HONKS)

(STEVEN GRABS JOEY'S ARM).

(DODO PUTS THE BLINDFOLD ON JOEY. CLARA STANDS MOTIONLESS, DOLL-LIKE).

(Shot 122 on 2)

- 29 -

STEVEN: (TO CLARA) You'd better go into the booth and guide him.

123 1 (Through Booth) (CLARA TURNS SLOWLY, LIKE AN
MS CLARA PULL BACK AUTOMATON, GOES INTO THE
with her to booth. BOOTH)

124	2 B	Right./ Now we'll play the
	3/S JOEY/DODO/STEVEN	Toynaker's little game - fairly,
	STEVEN moves to F/g	and see who wins. Go on!
	DODO joins him.	

(DODO LEADS JOEY OVER TO THE STARTING POINT.

125	1 F	CLARA GIVES FOUR BUZZES,
	MS CLARA	AND JOEY SWINGS ACROSS THE
		ROPE.)

126 5 MS JOEY (The studio darkens again)

(JOEY LANDS SAFELY, AND LIGHT FX.
STARTS ACROSS THE STEPPING STONES
GUIDED BY CLARA'S BUZZER)

127 2 B
3/S DODO/JOEY/STEVEN

DODO: (clutching Steven's arm)
Steven, I'm frightened. Have you
noticed he's not funny any more.

CRAB LEFT retain 3/S

(JOEY REACHES THE END OF THE STONES, AND STARTS UP THE STEPS TO THE PLANK. AT THE TOP HE OBBLIES SLIGHTLY - TEETERING BACK AND FORTH AS THOUGH HE IS GOING TO FALL)

DODO: Steven. You'd better stop him. He'll fall.

STEVEN: We can't stop him - it's us or them. (SHOUTING) Don't stop now! Go on!

123	3 B	(JOEY STEADIES HIMSELF / AND STARTS MOVING ACROSS THE PLANK. HIS FACE IS NOW DEEPLY TRAGIC AND SET - HIS STEPS STIFF AND SLOW. HE FINALLY SLOWS RIGHT DOWN, STOPS AND SLOWLY TOPPLES OVER.
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129	1 F	MCU CLARA on button	THE BUZZER STARTS BUZZING CONTINUOUSLY AND WE SEE CLARA SLUMPED OVER THE CONTROL BUTTON.
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BREAK RECORDING
(2 next)

- 29 -

(129 on 1)

- 30 -

MUSIC CUE 14

===== (THE LIGHTS GO OFF. LIGHT FX
B R E A K R E C O R D I N G ===== THUNDERCLAP SOUND FX
===== AND ILLUMINATED AT THE
CLEAR CLOWNS. SET DOLLS. END OF THE ROOM IS THE
SET TARDIS DOOR TARDIS.)

130. 2 B
STEVEN/DODO (The studio lights
TARDIS door in gradually come up to
bgd. full again).

TELECINE SEQUENCE 'G' 12. INT. THE TOYMAKER'S PRIVATE OFFICE

(20 secs.)

(WE COME UP ON THE
TALLY-RECORDER SHOWING
349.

3 to D

2 push in

THEN WE OPEN UP TO SEE
THE DOCTOR'S HAND MOVE
THE COUNTER 1 FROM 'A'
TO 'B' (THE PRESENT
SITUATION SHOULD READ:
'A' 072; 'B' 961;
AND 'C' 8543)

DOCTOR WHO: There. I'm only
at 350 moves and Steven has found
the Tardis.

TOYMAKER: Really? We shall see.

13. INT. TOYROOM

131. 2 B
MS Door. (STEVEN AND DODO RUSH
DODO & STEVEN TOWARDS THE TARDIS.
in L. run to
door. STEVEN WRENCHES OPEN THE
DOOR. INSIDE THE TARDIS
IS COMPLETELY BLANK).

DODO: It can't be empty!

PAN DOWN with
her & up

STEVEN: It is. Look.

(DODO PICKS UP A PIECE
OF PAPER OFF THE FLOOR)

132. 3 D
MCU DODO DODO: What's this ...? (SHE READS)
"Four legs, no feet;
Of arms no lack;
It carries no burden on its back,
Six deadly sister, Seven for choice,
Call the servants without Voice."
133. 2 B
Tight 2-S what does that mean?
STEVEN/DODO

- 30 -

(3 next)

(SHOT 133 on 2)

- 31 -

3 FAST TO B

STEVEN: It's a riddle. And
look there is a way out.

(HE PULLS ON LUSHES
OPEN THE BACK OF THE
CUPBOARD/TARDIS)

DODO: Perhaps this is to tell us
where the Tardis is.

Let STEVEN go
PULL BACK with DODO
to clear 1's SHOT

STEVEN: Or perhaps it's just
another game. Come on. We've
got to find out.

(HE GOES THROUGH.)

DODO IS ABOUT TO FOLLOW
BUT TURNS BACK TO LOOK
AT THE CLOTHES. JOEY IS
A TWISTED WOODEN DOLL,
BACK TO FORMER SIZE, UNDER
THE BLANK.

POS. MUSIC CUE

THE SMALL ARM AND HAND
OF CLARA CAN BE SEEN
STICKING OUT OVER THE
CONTROL DESK.

DODO BACKS AWAY AND RUNS
AFTER STEVEN.)

134 3 B
Deep Shot over to doll
to DODO

135 1 F
Deep Shot over doll to
DODO

136 5
MCY TRILOGIC TABLE

SUPPOSE SLIDE

Caption:

"Next Episode Hall of Dolls"

MUSIC CUE (15)

FADE

FADE IN

SCANNER:

Roller
Captions:

Starts with: "Four legs,
No feet,
Of arms no lack,
It carries no burden on its back.
Six deadly sisters,
Seven for choice,
Call the servants without voice."

FADE OUT

- 31 -